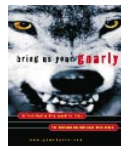




## 1 Install Dolphin Development Hardware



- See the instructions in *Getting Started With gameOptix Tools*, starting with Chapter 1.

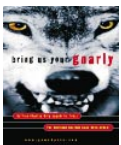
In this step, you set up all of the necessary hardware connections between your NT workstation and the Dolphin Development Hardware.

Depending upon the complexity of your NT workstation hardware and software configuration, you may need to do additional setup steps beyond those covered in the instructions. The instructions cover most typical environments and include:

- A brief explanation of the reason for each procedure.
- A test after each procedure to verify correct installation.

While these steps increase installation time, they will help ensure a successful installation.

## 2 Install gameOptix™ DVD Development Kit



- See Chapter 4 in *Getting Started with gameOptix Tools*.

In this step, you install the software tools necessary to operate the Dolphin Development Hardware.

## 3 Install Dolphin Software Development Kit (SDK)



- See "Installation Guide" in the *Dolphin SDK 1.0 Quickstart*.

The Dolphin SDK includes game development API libraries and demonstration programs.

## 4 Install Cygnus Cygwin



- See "Installation Guide" in the *Dolphin SDK 1.0 Quickstart*.

Cygnus Cygwin GNU tools contain a suite of UNIX-like tools and a shell environment. The Dolphin SDK uses Cygwin environments to compile programs.

## 5 Install MetroWerks CodeWarrior™



- See Chapter 2, "Software and Hardware Setup" in the *CodeWarrior Targeting Dolphin* manual.

The Dolphin SDK uses the CodeWarrior compiler and debugger suite to compile demonstration programs and sample libraries.

## 6 Explore Dolphin SDK



- See "SDK Roadmap" in the *Dolphin SDK 1.0 Quickstart*.

The Dolphin SDK roadmap shows where to find demos, libraries, and source code.

